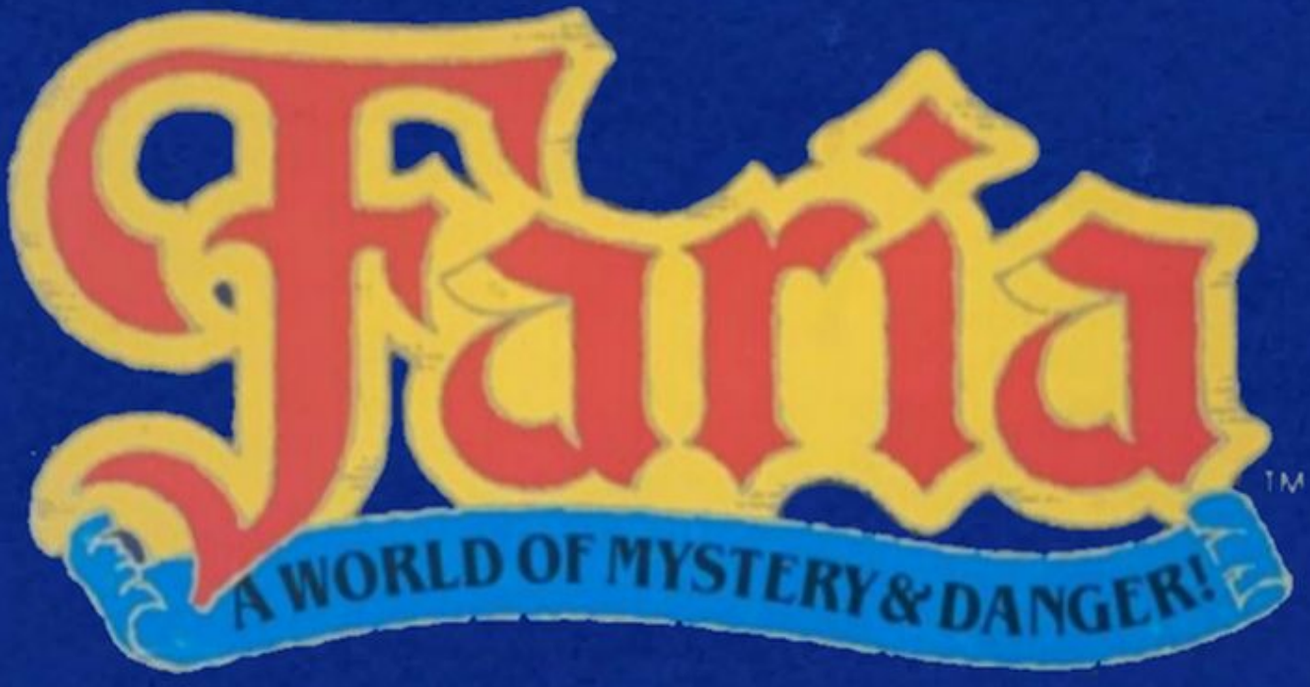
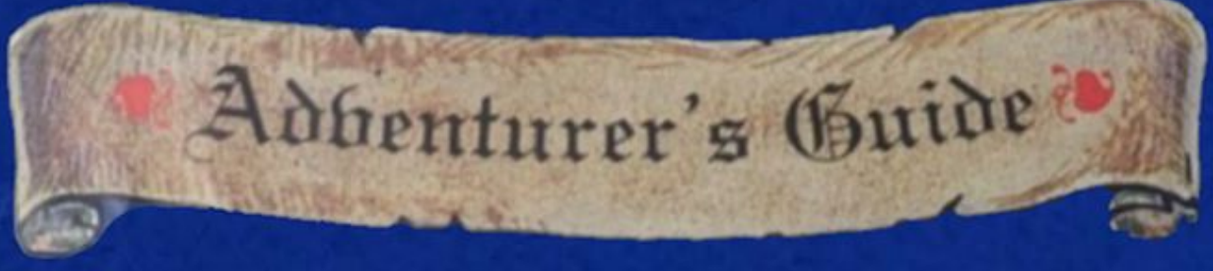
NES-N6-USA



A Fantasy
Action Role-Playing
Game



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Precautions

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol, or other such solvents.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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Introduction

Long ago, in a far away land just around the corner, raged a battle against a fierce Wizard.

The Wizard was cruel beyond imagination, and cast his bad magic upon the good people of the kingdom. Legions of soldiers were sent out to battle the Wizard, but the soldiers returned to the king defeated and disgraced.

Fortunately, sorcerers loyal to the good king devised a magical means to create a dragon. By having the dragon fight the Wizard, no more harm would come to the townspeople or the King's soldiers.

The sorcerers were victorious as the dragon's great power defeated the Wizard. The king ordered the sorcerers to entomb the Wizard inside of a special sword. The little kingdom was safe from the Wizard, and the people were happy and prosperous once again.

The good sorcerers told the king, "Should the Wizard ever escape from within this special sword, only a warrior from a faraway land will be able to defeat him!" The next day, the sorcerers had mysteriously disappeared.

The special sword was placed in the care of only the highest officials in the land, and was passed down along with the prophecy from one generation to the next. All the while, the Wizard, entombed within the special sword, thought to himself, "If I were so fortunate to escape this prison of mine, then the people of this little kingdom shall suffer the wrath of my revenge!"

Then, one day, not too long ago, in the kingdom of FARIA something terribly ominous was in the air . . .

The Kingdom of Faria

1. Ehdo
2. Somusa
3. Karuza
4. Highria
5. Riria
6. Teodoor
7. Tegza
8. Shilf
9. Zellia
10. Beig

A. The Gelve Tower
B. The Second Cave
C. The Broww Tower
D. The First Cave
E. Man-Eating Elephant Grove
F. Exit from the Second Cave
G. The North Tower
H. The Lizard Man Grove
I. The General Store
J. The Lake of the Mystical Goddess
K. The Last Tower
L. The Last Cave Area
M. The Castle
N. The Phantom Tower

Getting Started

Insert the Faria game cartridge in the Nintendo Control Deck and turn the power on. The opened book and a list of commands are displayed after the title of the game appears. Press the Start button to switch from the title screen *(Photo 1)* to the command screen *(Photo 2)*.

Photo 1

Photo 2

Commands

NEW GAME

If you are going to start a new game, move the ▶ cursor to NEW GAME using the ✣ Control Pad or the SELECT button and press the A button. The screen shown in *Photo 3* will appear.

Photo 3

On this screen you may select up to 3 characters (soldier 1 through soldier 3) to be recorded in the adventure log. When you are finished, press the A button. The screen shown in *Photo 4* will appear. You can enter a name of up to six letters long by moving the ▶ cursor with the ✣ Control Pad.

Photo 4

If you make a mistake while entering the name, move the ▶ cursor to Back and press the A button. The ▶ cursor will back up one space. Now that you are ready to play this game, let's get on with the adventure! (NOTE: If all six letters for the name are used, the display will switch to the Game screen automatically even if END is not specified.)

RESTART

You can select the RESTART command to resume an adventure that you have saved. Press the A button and move the ▶ cursor to the desired character (soldier 1 through soldier 3), and then press the A button again. The game will start from the situation in which it was previously saved.

COPY

You can select the COPY command to copy one adventure log to another. Move the ▶ cursor to the log (soldier 1 through soldier 3) you want to copy and press the A button. Move the cursor again and press the A button to select the destination. You will then be asked "Yes" or "No." Select "Yes" if you want to copy, "No" if you have decided against making a copy. The COPY command cannot be used if all the adventure logs for soldier 1 through soldier 3 are in use.

ERASE

You can use the ERASE command to erase an adventure log. The procedure is the same as for the COPY command.

The Controller

✣ CONTROL PAD

This moves your character in any direction. On the Command screen, this moves the cursor in the same direction.

START BUTTON

When the START button is pressed, the command window will appear at the top of the screen. Select a command by moving the ▶ cursor with the ✣ Control Pad and execute it by pressing the A button.

SELECT BUTTON

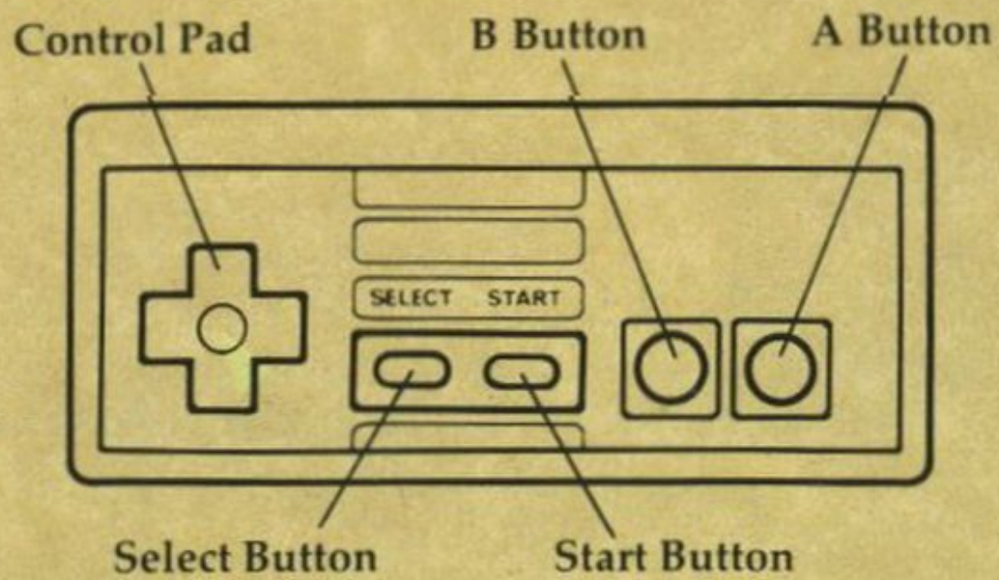
You can use this button to select one of the special items displayed at the bottom of the screen during the battle sequences of the game.

A BUTTON

Normally this button is used for command execution. It is also used to control the sword in a battle scene.

B BUTTON

Normally this button is used to cancel a command. It is also used to manipulate a special item in a battle scene.



Basic Commands

THE COMMAND WINDOW

You can display the command window by pressing the START button.

ITEM

Choose this command to use an item that you have acquired. If you press the A button, an inventory of acquired items will be displayed *(Photos 5 through 7)*.

Photo 5

Move the ▶ cursor to the item that you wish using ✣ Control Pad and press the A button. Press the A button again, and the message "Are you sure?" will appear. Press the A button again at the "Yes" position if you want to select the item, or at the "No" position if you want to cancel the selection.

Photo 6

DROP

Choose this command to drop an item that is not being used. The procedure is the same as for the ITEM command.

Photo 7

STATUS

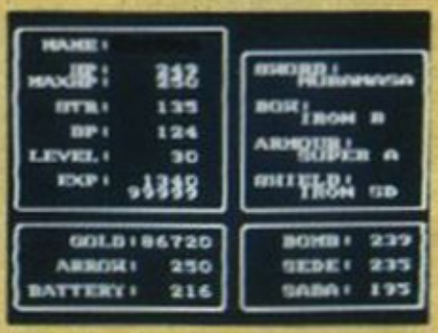


Photo 8

You can find out just how much strength, money or weapons you possess *(Photo 8)*.

HP (Hit Points)

This shows your life force.

MAX HP

This shows the maximum hit points in the current level. The maximum number of hit points is 250.

STR

This shows your current striking power.

DP

This shows your current defensive power.

LEVEL

This shows your current level. The highest level is 30.

EXP

This is your fighting experience. As you gain experience, your level goes up and your strength increases.

GOLD

This shows the money that you currently have.

ARROW

This shows how many arrows you have left (maximum of 250).

BATTERY

This shows the number of batteries you have left (maximum of 250).

BOMB

This shows the number of bombs (maximum of 250).

SEDE

This shows the magic Sede count (maximum of 250).

SABA

This shows the magic Saba count (maximum of 250).

SWORD

This shows the sword that you currently possess.

BOW

This shows the bow that you currently possess.

ARMOR

This shows the armor that you currently are wearing.

SHIELD

This shows the shield that you currently are using.

EQUIP

You can use this command to change your equipment *(Photo 9)*. Move the ▶ cursor to the item to be changed on the left side of the screen with the ✣ Control Pad, and press the A button. Move the ▶ cursor to the next item on the right side of the screen with the ✣ Control Pad, and press the A button again. Finally move the ▶ cursor to the END position, and press the A button once more.

Photo 9

Note: This command should be used after a superior sword or armor is purchased so that the new equipment can be used.

ESCAPE

This command permits you to escape from the enemy during a battle. However, if this command is used too often, or with a strong monster or battle position, you may lose hit points, gold or items. Therefore this command should only be used in emergencies.

Other Commands

You can use the following commands by pressing the START button or the A button during a session.

BUY

You can buy goods in a shop using the Gold you have *(Photo 10)*.

Photo 10

SELL

You can sell items you no longer need at 50% of their original purchase value, or jewels you have found at 90% of their regular purchase price in the JEWELRY SHOP.

TALK

You can use this command to communicate until the ▼ mark appears on the screen.

LEAVE

You can use this command to leave after all preparations have been completed.

HEAL

You can use this command to recover hit points in the hospital. However, the cost will be proportional to the damage you have received *(Photo 11)*.

Photo 11

SAVE

You can use this command in an inn to save the adventure record *(Photo 12)*.

Photo 12

WARNING: Turn POWER switch off while pressing the RESET switch. If you turn off the POWER switch without pressing the RESET switch, back up (SAVE) of the game has not been accurately completed and any saved data may be damaged.

Special Items for Battle

Provided the items have been acquired and the warrior is EQUIPed, the following six items will appear at the bottom of the screen during the battle scenes *(Photos 13 and 14)*.

Bow
Magic Sede
Magic Saba
Bombs
Magic Glasses
Jumping Shoes

Photo 13

Current Hit Point (HP) Level

Photo 14

ITEMs will appear in this window after you acquire and EQUIP.

If you want to use any of these items, select the item using the SELECT button. Press the B button to use the item.

Main Characters

A FOREIGN WARRIOR

You are a foreign warrior who has decided to rescue the Princess after reading the King's summons for help.
A mysterious and tricky spell was cast upon the warrior by the Wizard, a spell not even the warrior is sure about!

PRINCESS

Only daughter of the King. She was kidnapped by a follower of the Wizard. Your ultimate mission is to rescue the Princess from his evil clutches. *(Photo 15)*

Photo 15

KING

King of Faria. He sent his soldiers to rescue his beloved daughter and save the kingdom, but no one succeeded. He spends his days weeping in sorrow and defeat. *(Photo 16)*

Photo 16

The Townships

1) EHDO

Photo 17

Your adventure starts in this township. Buy some equipment for your adventure. Go shopping!! With the Gold you have you can buy some fantastic items. Visit the townspeople; they are reasonably friendly and can be very helpful to warriors who are out to defeat the cruel Wizard! *(Photo 17)*

2) SOMUSA

You have to see the King first to get to this township. Security is tight when you have a mean Wizard on the rampage and monsters lurking behind every bush! With the exception of the Jewelry Shop, the items sold in Somusa are not much different from the items found in Ehdo. If you have found any jewels, this is an ideal place to sell the precious gems for Gold.

3) KARUZA

Once you defeat the Boss Monster in the infamous Gelve Tower, you may travel to this township by way of an ocean voyage.

4) HIGHRIA

Photo 18

Before you get to the Broww Tower and the First Cave, buy some equipment in this township. *(Photo 18)*

5) RIRIA

The hospital in this town is very important. This is the only place in all of Faria where you can buy the Wonder Capsule. *(Photo 19)*

Photo 19

6) TEODOOR

To get to this town, you must defeat the Boss Monster in the Second Cave. Be sure to visit with the people of this township; they are in need of a great favor. Succeed at the great task that lies ahead, and the good people of Teodoor will give you a sorely needed Translation Machine, with which you can then communicate with the Lizard Man. *(Photo 20)*

Photo 20

7) TEGZA

Here you will receive a Letter of Passage with which you may then travel to the township of Shilf. If you have enough Gold you can buy the Muramasa Sword at the Tegza Armory. The Muramasa is the strongest and most powerful sword in all of Faria.

8) SHILF

After you cross the ocean and walk toward the southeast, you will come to this charming township. You may want to talk to the townspeople and rest a bit before going to the North Tower, which is located to the northeast. *(Photo 21)*

Photo 21

9) ZELLIA

To get to this township, you have to come back from the Sky World and get the Magic Rope. Your major activity in this town will be to acquire the Crystal which would reveal the true Phantom Tower. *(Photo 22)*

Photo 22

10) BEIG

The last township to be visited in the kingdom of Faria. This township is the entrance to the Last Cave and the Final Tower. *(Photo 23)*

Photo 23

Shops and Services

There are seven types of shops in the different townships where you can buy or sell items. Visit the shops regularly, for shopkeepers see many people, and know much about important events in their area! *(Photo 24)*

Photo 24

INN

You can pause the adventure at an inn. No gold is used. If the warrior is killed, the amount of gold is reduced by half, and the game resumes in the situation in which the adventure was last saved.

HOSPITAL

You can recover hit points or be treated after poisoning. Gold is required for treatment. In addition, you can buy various medicines.

ARMOR SHOP

You can buy armor and shields in the armor shop. Use the EQUIP command. *(Photo 25)*

Photo 25

TOOL SHOP

You can buy tools in this shop. In particular, you should buy the "Hyperspeed" item that will give you faster footwork during battle. *(Photo 26)*

Photo 26

MAGIC SHOP

You can buy magic and mysterious items in the magic shop. You cannot use magic Sede or magic Saba unless you have purchased the refill magic for them. *(Photo 27)*

Photo 27

JEWELRY SHOP

You can sell items at 50% of their purchase price. Jewels found during your adventure may be sold for 90% of their purchase price.

MAD SCIENTIST SHOP

This shop in the township of Shilf sells a fantastic pair of Magic Glasses.

Exciting Places in Faria

CASTLE

The King resides in the castle. The King is a regular tourguide; visit him frequently for interesting news about what's hot in the townships tonight! *(Photos 28 and 29)*

Photo 28

GELVE TOWER

The warrior should visit this tower first to rescue the kidnapped princess. *(Photo 30)*

Photo 29

FIRST CAVE

Here the warrior may receive a Gold stone from the Master of the Cave. *(Photo 31)*

Photo 30

BROWW TOWER

This is the second dangerous tower the warrior should visit. If the Boss Monster is defeated, you get a special Ring.

Photo 31

SECOND CAVE

The warrior must pass through this dark cave on the way to the townships of Teodoor, Tegza and Shilf. Of course, a Boss Monster may be lurking around the next corner in anticipation of your visit! *(Photo 32)*

Photo 32

NORTH TOWER

This tower is located north of Shilf. If you defeat the Boss Monster who lives in this tower, you shall be awarded a pair of Sky Shoes.

Photo 33

PHANTOM TOWER

If the warrior defeats the vicious Boss Monster who lives in this tower, a surprise is in store! Also, Hyperspeed 3 is located somewhere in this tower. *(Photo 33)*

Photo 34

LAST CAVE AREA

This area is a complicated maze on the way to the Final Tower. *(Photos 34 and 35)*

Photo 35

FINAL TOWER

A Dragon possessed with the spirit of the Wizard lives in this tower. The warrior must defeat this Dragon and recover the famous Legendary Sword. *(Photos 36 and 37)*

Photo 36

LIZARD MAN GROVE

Here the warrior may be fortunate enough to acquire the highly coveted Super Armor. Remember that the translation machine is needed to talk to the Lizard Man. *(Photo 38)*

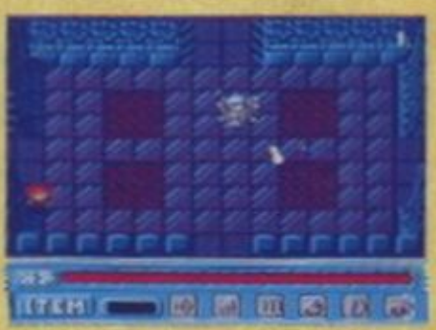


Photo 37

Photo 38

LADY SHOPKEEPER OF THE GENERAL STORE

Provided you have a pair of Sky Shoes, you'll find the entrance to the Sky World at the base of this mountain. Be forewarned, you'll find trouble around this spooky place. *(Photos 39 and 40)*

Photo 39

LAKE OF THE MYSTICAL GODDESS

Here the warrior may have the good fortune to meet a mystical goddess and exchange an old arrow for an Arrow of Gold. Save the people of Ehdo from a deadly illness, before searching for the mystical goddess. *(Photo 41)*

Photo 40

OCEAN PORTS

These ports are ideal places to obtain passage on ships sailing hard to reach places. Make certain that you have the necessary papers for traveling, as well as Gold for your passage! *(Photo 42)*

Photo 41

SKY WORLD

This is a mysterious and dangerous world in the kingdom of Faria. There is only one correct exit from here. If you choose wisely, you may find the Magic Rope. If you choose poorly, you will have to repeat the Sky World adventure from the beginning. *(Photo 43)*

Photo 42

Photo 43

Adventure Information

PEOPLE IN TOWN

Even though the Wizard is ravaging the Kingdom and terrorizing the townspeople, the people of Faria are good-natured and are willing to assist you in your quest. Meet with them frequently, for they have much to tell you.

ATTACK BY MONSTERS

The warrior must fight with many monsters. You should be aware of the three ways in which monsters may attack. *(Photo 44)*

Photo 44

Attack by Parapo Beam

A monster blows a high concentration of paralyzing potion as a method of attack. If attacked in this manner, the warrior will not be able to move for a certain period of time. To recover from this attack, use the Parapo medicine.

Attack by Poison

If the warrior is attacked with poison, the warrior must be treated in a hospital, or may use one of the four types of antidote (see List of Items).

Attack by Invisible Monsters

If you have a pair of Magic Glasses, then invisible monsters can be seen!

List of Items

Swords

There are nine types of swords. You must have a sword to fight against any enemies. Always try to purchase the best sword possible.

KNIFE

The Knife is available in the first township.

DIRK

The Dirk is also available in the first township. It is a little more expensive than the Knife, but it has more fighting power. A better buy than the Knife.

IRON SWORD

The Iron Sword has a fighting power that matches its price. Buy this sword as soon as possible and use it until you can buy a better quality Steel Sword.

STEEL SWORD

You can buy the Steel Sword after you have entered the township of Highria.

SCIMITAR

You can also buy the Scimitar after you have entered the township of Highria.

FIRE SWORD

One of the most powerful swords in all of Faria. Its fighting power is great, but the Fire Sword is expensive.

MURAMASA

The strongest and most lethal sword in Faria. This sword is finely crafted, well balanced, and of amazing power, so its price is very high.

PAPER SWORD

Very affordable. The quality and fighting power is incredibly low.

LEGENDARY SWORD

You must have the Legendary Sword to defeat the final enemy, the Dragon. A magnificent sword such as this is a worthy gift for a King.

Bows

The bows are as important as the swords. A bow can inflict damage from a distance. But a bow has a disadvantage: every time you use it, you lose an arrow. Always keep count of the arrows you have left. You can buy a quiver of arrows at any armory. The maximum number of arrows you can use is 250.

WOOD BOW

Available at the first armory, along with the Knife and the Dirk. You should buy some arrows to use with it.

BAMBOO BOW

Its fighting power is higher than that of the Wood Bow.

IRON BOW

A standard, good quality bow.

STEEL BOW

A useful bow, with reasonably good power; use it until you can buy the Cross Bow.

CROSS BOW

The strongest bow in Faria.

Armor

The defensive weapons include armor and shields. The armor has higher defense points; buy the highest quality possible.

TUNIC

This is classified as armor, but it's not very different from ordinary clothing.

PELT ARMOR

This is more practical than a Tunic. Hold on to it for a while.

CHAIN ARMOR

This is better than the Tunic or Pelt Armor, but its defensive power is not terribly strong.

IRON ARMOR

This one has defensive power that matches its price. An excellent value!

STEEL ARMOR

The strongest armor made in Faria that can be had for a price.

SUPER ARMOR

Armor such as this is of strength so great that words cannot describe. Only a brave and fortunate warrior may acquire such an armor, by befriending the mysterious Lizard Man.

Shields

As well as your armor, a shield is necessary to protect you from the arrows of thine enemies.

WOOD SHIELD

This is the only available shield at the beginning of your adventure. Reasonably priced, it will provide adequate protection from the arrows of your enemies.

PELT SHIELD

This shield provides slightly better protection than the Wood Shield.

IRON SHIELD

An Iron Shield has good strength and is durable. A worthy shield to possess.

STEEL SHIELD

This is the strongest shield available, and it is quite expensive.

Other Items

There are many items you can buy in the kingdom of Faria. You may need every item to complete this difficult adventure. In some cases, you may have to figure out how best to use an item. Sometimes, just owning an item can be effective. The secret is knowing when to use them.

LIGHT

An ordinary flashlight. You will need batteries to make your flashlight work. Remember that batteries do not last forever! A flashlight is a necessity when you enter a cave.

GOLD STONE

You must have it when fighting against the Boss Monster of the Broww Tower. The Master of the first cave may give a stone filled with this precious metal to you.

WINGS

With wings, you may travel back to any of the townships you have visited before. Wings are always handy to have.

BATTERY

Unless you buy a battery, the flashlight won't work.

SHADOW

You may use the Shadow to make yourself invisible for a certain period of time. No enemy can see you. It is inexpensive, and it can be very useful.

GOLD ARROW

You need this to kill a certain powerful monster. You may get this rare arrow from the Mystical Goddess of the Lake.

BOMB

Bombs are not easy to use, since they don't explode immediately. But they are very powerful if they strike an enemy and explode. You can carry a maximum of 250 bombs. When you buy a Bomb, the number of Bombs that you have will be displayed at the bottom of the screen.

CAPSULE (WONDER CAPSULE)

The only wonder antidote in Faria. You can buy it in the hospital located in the township of Riria.

MAGIC SEDE

You can use this magic to attack enemies in front of you. You can carry of maximum of 250 Sede at one time. When you buy the magic and equip yourself with it, the amount of magic that you have will be displayed at the bottom of the screen during battle scenes.

MAGIC GLASSES

These are sold only in the township of Shilf. With the Magic Glasses, you can see things you couldn't see otherwise.

JEWEL

This does not help at all in fighting against the enemies, but it does have one merit. Unlike other items, if found you may sell the jewels for 90% of the suggested retail price.

SEED (MYSTERIOUS SEED)

If you defeat the Boss Monster in the Tower of Broww, the people of the township of Highria may reward you with this mysterious Seed. You will need the mysterious Seed to get to the township of Riria.

SKY SHOES

You may obtain these astounding shoes if you are capable of defeating the Boss Monster who lives within the North Tower. See the Lady Shop-keeper who works at the general store near the foot of a large mountain. She will send you up to the Sky World.

CRYSTAL

Using the Crystal will reveal the truth. You must possess the Crystal of Truth to enter the Phantom Tower. If, in your journey, you wander into the township of Zellia, visit the wise old Master. If he finds you a worthy candidate, he may give you the Crystal of Truth.

PARAPO

If attacked by certain monsters, you will be paralyzed for a brief time. This medicine will cure you and let you move once again.

LETTER

The people of the township of Tegza may issue a Letter of Passage. You will need such a letter to board upon ocean-going vessels that travel toward Shilf.

MAGIC ROPE

After surviving the perils to be met in the Sky World, only a brave and lucky warrior may stumble across a coil of Magic Rope. With this rope, you can climb the cliff you couldn't climb before.

MAGIC SABA

You can use this magic to attack enemies that try to surround you. You can carry only 250 spells of this powerful magic. The amount of magic you have equipped yourself with is displayed at the bottom of the screen during battle scenes.

FLASH BALL

You can use the wondrous Flash Ball to escape from any tower or cave. If you use the wondrous Flash Ball with the Wings, your adventuring will be all the more easy on your feet.

JUMP SHOES

This pair of shoes can be purchased in the township of Beig. Without powerful shoes like these, no living creature would stand a chance against the Dragon who lives deep within the Final Tower.

TRANSLATION MACHINE

If you are kind to the terrified people of Teodoor, and do them a great favor, they may give you a gift of a Translation Machine. Translation Machines are very useful to have when talking with Lizard Men.

RING

If you wear this ring, little by little you will recover Hit Points when fighting against enemies. You may be fortunate to find a ring with such great power closely guarded deep within the Broww Tower!

MEDICINES

There are four types of Medicines: Balm, Salve, Poultice and Elixir. Each has a different level of effectiveness, but all of them will restore your Hit Points. It would be wise to carry much medicine on your journey.

HYPERSPEED

This is an important item. There are three types of Hyperspeed, and all of them enable you to move faster during battle.

ANTIDOTE

There are four types of Antidote: Red, Blue, White and Universal. If you get poisoned by the enemy, use an antidote to neutralize the poison.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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